Subject: Re: Blanking out parts of a surface plot.
Posted by Andy Loughe on Tue, 28 Nov 1995 08:00:00 GMT
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Andrew Hunter wrote:
>
> I am working with oceanographic data for coastal regions. My data is
> often gridded on regular grids (arrays) where the land points are
> simply represented as some defined 'null' value. When I do a surface
> and more particularly a shade_surf in PVWAVE the land sea interface is
> always some rediculous gradient contour. My attempts so far have included
> setting all the land values for the shade_surface image to black but you
> still get a gradient between the sea and land. What I need is a routine
> that produces a surface considering only the points I want. Is this asking
> too much or am I not smart enough to see some obvious way to do this (don't
> answer that). I have tried using shade_surf_irr but I don't think this is
> what I need.
>
> Any help or hints or ready-to-run free-of-charge source code would be
> greatly appreciated.
>
> Thank you.

What about making the 'null' (or land) values equal to some LARGE number
and then using the max_value keyword?

Something like this...
IDL> shade_surf, dist(20), max_value=10.

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